Appl. No. Unassigned
Amdt. dated April 20, 2004
Preliminary Amendment

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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1   1.   (Currently Amended) A method of simulating game state changes
2 responsive to an interrupt condition in a computer-implemented racing game, comprising:
3   <u>automatically</u> generating an interrupt condition during <u>game play of</u> the racing
4 game at a first game state, the first game state having a first set of statistics <u>for a plurality of race</u>
5 <u>participants</u> ~~associated therewith~~;
6   responsive to said interrupt condition, <u>interrupting game play and calculating a</u>
7 <u>second set of statistics associated with a second game state for said plurality of race participants</u>
8 <u>by</u> simulating events that occur after the first game state based on the first set of statistics ~~so as to~~
9 ~~produce a second set of statistics associated with a second game state~~; and
10   resuming <u>game play of</u> the racing game in the second game state.

1   2.   (Original) The method of claim 1, wherein the interrupt condition is a
2 computer generated condition.

1   3.   (Original) The method of claim 2, wherein the interrupt condition
2 includes a user entered selection responsive to the computer generated condition.

1   4.   (Original) The method of claim 3, wherein the computer generated
2 condition includes a yellow flag cautionary event, and wherein the user entered selection
3 includes a decision to make a pit stop.

1   5.   (Currently Amended) The method of claim 2, wherein the computer
2 generated condition is a randomly generated cautionary event including one of a crash, <u>a spinout</u>
3 <u>and</u> debris on the track ~~and [...]~~.

1   6-9.   (Canceled).

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1   10.   (Original) The method of claim 1, wherein the first set of statistics

2 includes, for each race participant, one or more of remaining fuel, tire wear, vehicle wear, and a

3 relative order.

1   11.   (Original) The method of claim 1, wherein the first set of statistics

2 includes driver attributes for each race participant.

1   12.   (Original) The method of claim 11, wherein the driver attributes includes

2 at least one of aggressiveness, control and race history information.

1   13-15. (Canceled)

1   16.   (Original) The method of claim 1, wherein the first set of statistics

2 includes a first order of race participants, and wherein the second set of statistics includes a

3 second order of race participants different from the first order.

1   17.   (Original) The method of claim 16, wherein resuming includes displaying

2 at least a portion of the race participants in said second order.

1   18.   (Original) The method of claim 16, wherein resuming includes restarting

2 the race with the participants in said second order.

1   19.   (Currently Amended) A computer-readable medium including code for

2 controlling a processor to simulate game state changes responsive to an interrupt condition

3 during a race in a racing game, the code including instructions to:

4   <u>automatically generate an interrupt condition;</u>

5   retrieve a first set of statistics associated with a first game state from a database in

6 response to [[an]] <u>said</u> interrupt condition;

7   <u>interrupt game play of the racing game in response to said interrupt condition;</u>

8   calculate a second set of statistics associated with a second game state based on a

9   simulation of ~~simulate~~ events that occur after the first game state based on the first set of

10   statistics ~~so as to produce a second set of statistics associated with a second game state~~; and

11   store the second set of statistics to the database.

1   20.   (Original) The computer-readable medium of claim 19, wherein the

2   interrupt condition is based on user input.

1   21.   (Original) The computer-readable medium of claim 19, wherein the

2   interrupt condition includes a user entered selection responsive to a computer generated interrupt

3   condition.

1   22.   (Original) The computer-readable medium of claim 21, wherein the

2   computer-generated interrupt condition includes a yellow flag cautionary event, and wherein the

3   user entered selection includes a decision to make a pit stop.

1   23.   (Currently Amended) The computer-readable medium of claim 19,

2   wherein the code further includes instructions to resume game play of the racing game in the

3   second game state.

1   24.   (canceled)

1   25.   (Currently Amended) The computer-readable medium of claim 19,

2   wherein the instructions to automatically generate the interrupt condition ~~code further~~ includes

3   instructions to generate the interrupt event based on a portion of the first set of statistics.

1   26.   (New) The method of claim 1, wherein each set of statistics includes for

2   each of a plurality of race participants performance related statistics and attribute information.

1   27.   (New) The method of claim 26, wherein the performance related statistics

2   includes for each race participant one or more of lap time, total time, and position relative to

3   each other race participant.

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1   28.   (New) The method of claim 26, wherein each race participant includes a
2   vehicle, and wherein the attribute information includes for each vehicle one or more of
3   aggressiveness of the driver, fuel level, vehicle wear, tire wear and suspension wear.

1   29.   (New) A computer implemented method of simulating a complete race in
2   a racing game using game-related statistics, the method comprising:
3   downloading a first set of statistics for a plurality of race participants from a
4   remote server module in response to a request to simulate a complete race, wherein the first set
5   of statistics are associated with a beginning of the race; and
6   calculating a second set of statistics associated with an end of the race based on
7   the first set of statistics by simulating events that occur during the race,
8   wherein each set of statistics includes performance related statistics and attribute
9   information for each of the plurality of race participants.

1   30.   (New) The method of claim 29, further including transmitting the second
2   set of statistics to the remote server module.

1   31.   (New) The method of claim 29, wherein each race participant includes a
2   vehicle, and wherein the performance related statistics includes for each vehicle one or more of
3   lap time, total time, and position relative to each vehicle.

1   32   (New) The method of claim 29, wherein each race participant includes a
2   vehicle, and wherein the attribute information includes for each vehicle one or more of
3   aggressiveness of the driver, fuel level, vehicle wear, tire wear and suspension wear.

1   33.   (New) The computer-readable medium of claim 19, wherein the
2   instructions to retrieve include instructions to download the first set of statistics from the
3   database over a network connection, and wherein the instructions to store include instructions to
4   transmit the second set of statistics to the database over the network connection.

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1   34.   The method of claim 1, wherein the plurality of race participants includes

2   one or more computer controlled race participants.